



Modeling Deception in Computer Simulations

Luke Johnson
Perryville High School
U.S. Army Research
Laboratory
Mentor: Dr. John Brand
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Outline

- Deception
- Objective
- OneSAF
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- EINSTein
- Conclusion



Deception

Deception is the art of controlling perceptions so that incomplete or incorrect knowledge results..."

- Bevilacqua Research Corporation



Sniper



Objective

To research and find an accepted military simulation that could be used to model deception.

Warfare has deception.

Warfare simulations should too.

Top Three Simulations





Primary Developer

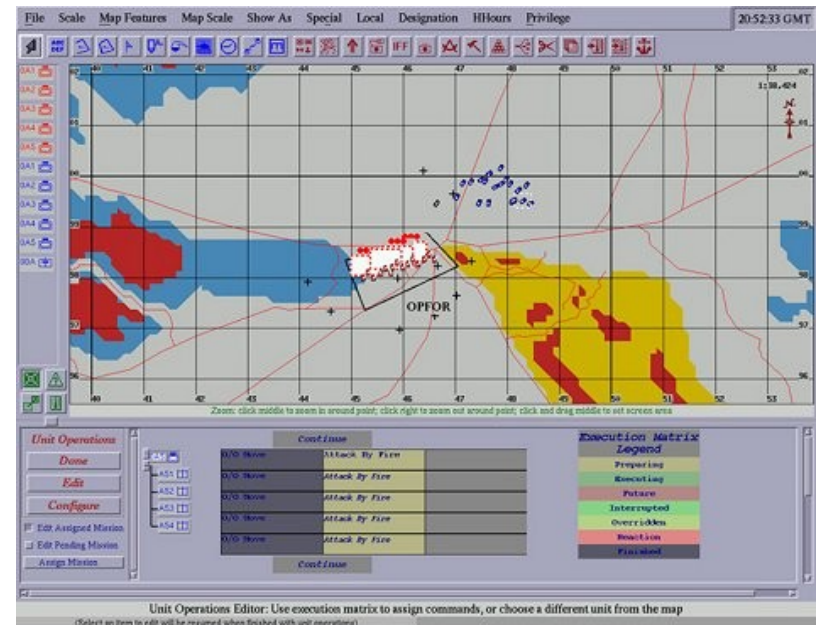
PEO STRI

Why OneSAF

Availability of Software
Availability of Experienced Users

OneSAF's Objective

To provide a simulation to span the three army domains: **T**raining, **E**xercises, and **M**ilitary **O**perations (TEMO)



A screenshot of OneSAF

Problems

Lacks the necessary flexibility



Primary Developer

CACI International, Inc

Why JWARS

Accepted by Scientific Community
Has features that allow communication

Capabilities

Test war plans and doctrines
Conduct force assessment
Direct Campaign planning
Determine the mix of weapons and forces

Problems

Battalion and above
Requires extensive amounts of time to operate
Could not readily obtain software





Primary Developer

Center of Naval Analyses (CNA)

Why EINSTEIN

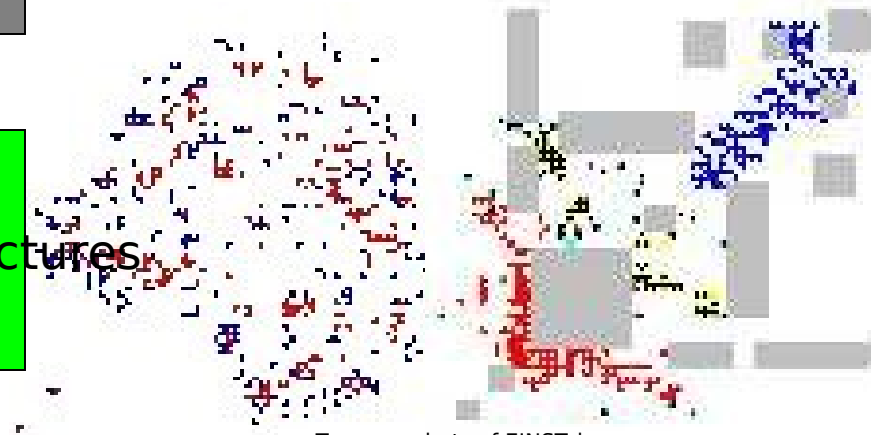
Availability of Software
Simplicity

Capabilities

Discover emergent properties
Explore Command & Control (C2) structures
Assess the value of information

Problems

Was not designed to run
specific tactical scenarios



Two snapshots of EINSTEIN



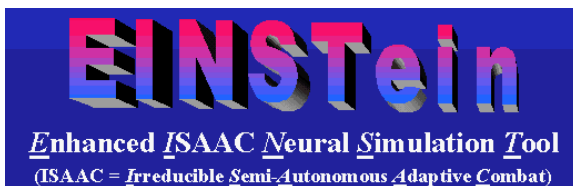
Conclusion



OneSAF does not have the capability to model deception.



Further investigation into JWARS's potential for deception is warranted.



Further investigation into EINSTEIN's potential for deception is warranted.